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SCOOBY-DOO!



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Coloring Clues

Designed and Produced by Walter Foster Publishing, Inc.

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New York, New York 10106

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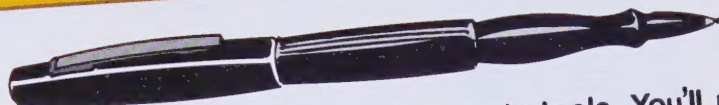
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TOOLS OF

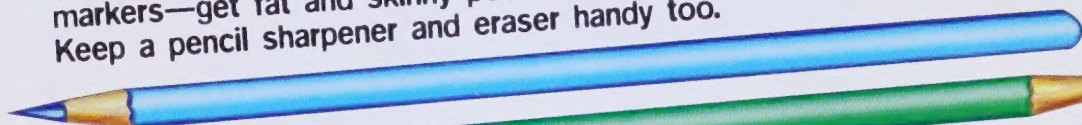


THE TRADE

Hi, kids! As Scooby and the gang solve another exciting mystery, you'll learn how to draw our intrepid heroes and other cool things!



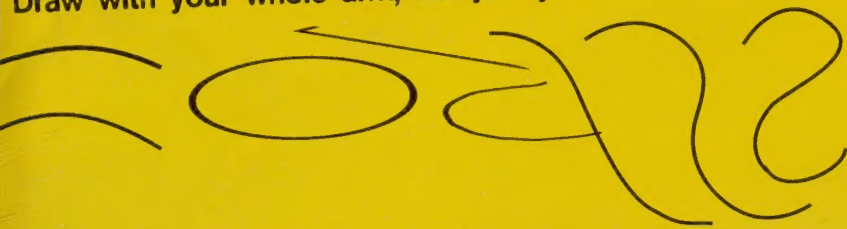
Just as a detective needs clues, an artist needs tools. You'll need some grid paper, a pencil, a black felt-tip pen, a variety of colored felt-tip markers—get fat and skinny points—and maybe some colored pencils. Keep a pencil sharpener and eraser handy too.



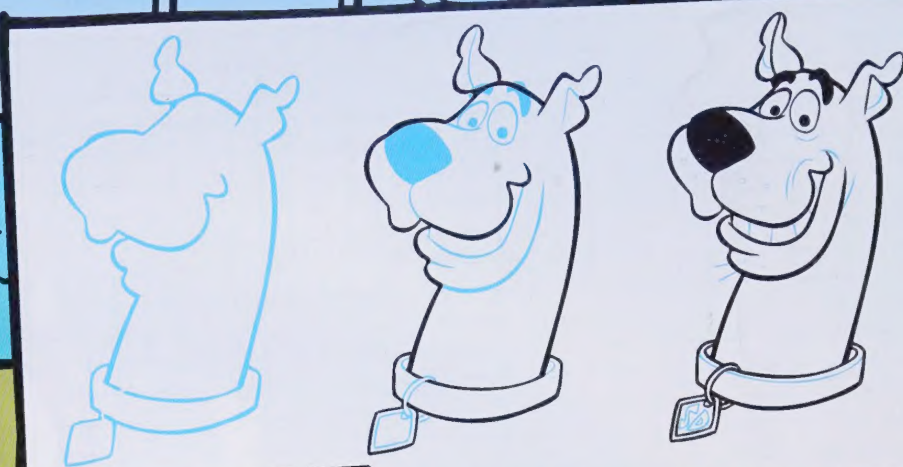
Grid paper makes it easy to draw our super sleuths in action. We've supplied some to get you started. When you run out you can buy more, or you can make your own—which is a lot more fun! Use a ruler to make evenly spaced, straight lines for the grid— $\frac{1}{2}$ - to 1-inch squares are best. After you make your grid, you might want to make photocopies of it so you can draw all day long!

Getting Started

You'll also need to know a few tricks of the trade. Drawings are basically a bunch of different lines and shapes. Start by making a lot of curved lines and circles. Be sure to keep your arm loose and relaxed. Draw with your whole arm, not just your wrist.



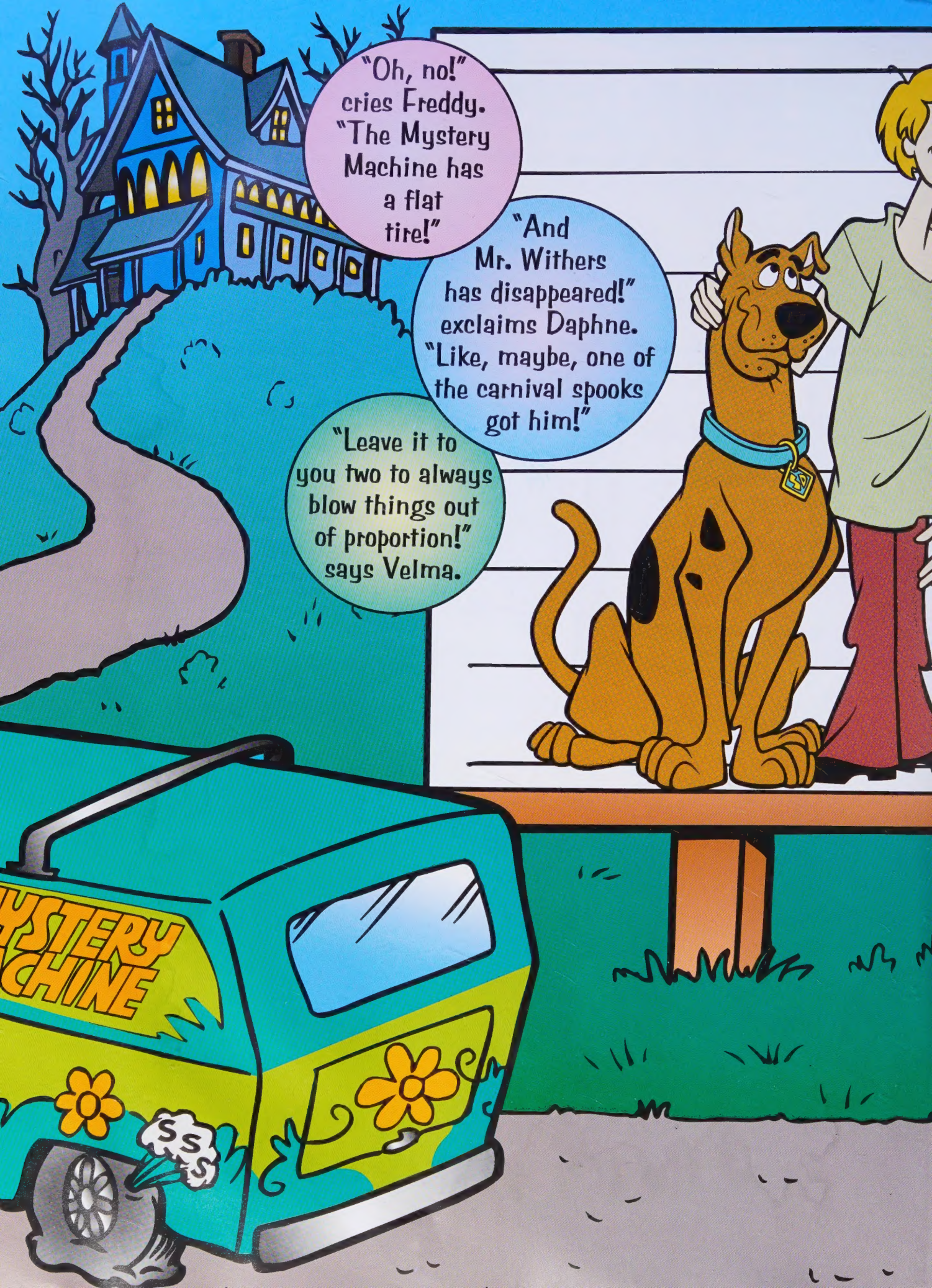
All warmed up and ready to get started? Now just follow the easy step-by-step drawings in this book, copying the blue lines you see in each step onto your grid paper. Notice where the lines should touch the grid. Try to make your drawing match the example. That's all there is to it!



"There's Mr. Withers, the carnival manager," explains Velma. "Maybe he can tell us why all the local people say the carnival is haunted!"

"Gulp! Raunted?"
Scooby asks nervously.

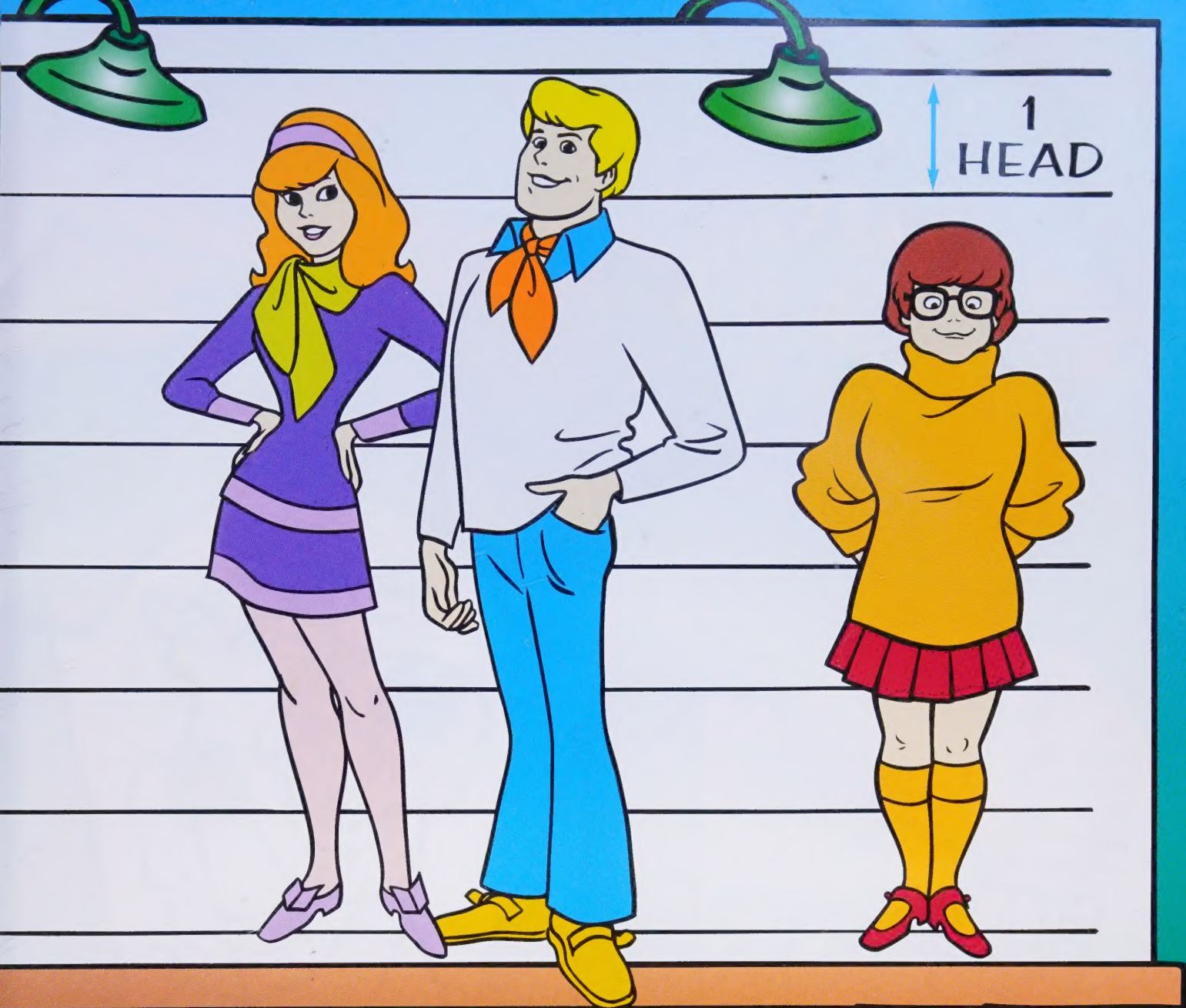




"Oh, no!"
cries Freddy.
"The Mystery
Machine has
a flat
tire!"

"And
Mr. Withers
has disappeared!"
exclaims Daphne.
"Like, maybe, one of
the carnival spooks
got him!"

"Leave it to
you two to always
blow things out
of proportion!"
says Velma.



Keeping It in Proportion

Speaking of proportion, here's a height chart to help you keep the characters' proportions in order as you draw them. Artists use the head as a unit of measurement. Each lined section on this chart represents 1 head length, so Shaggy and Freddy are 7 heads tall, and Velma is almost 6 heads tall.



Scooby has a big head! Give him a large muzzle and a long, thick neck.



Draw a wide grin and bright eyes. Then fill in his big nose and bushy brows.

Scooby—Ahead of It All

Because Scooby is hiding behind the headstones, this is a good opportunity to learn how to draw his head. Do it quick—he's about to get nabbed!

"There goes Mr. Withers, up the hill toward that old mansion," exclaims Freddy. "Let's catch up with him!"

"Ruh-uh! Rhosts! Ronsters!" whimpers Scooby.

"Like, okay," Shaggy shrugs. "Stay there if you feel safer standing in a creepy old cemetery!"



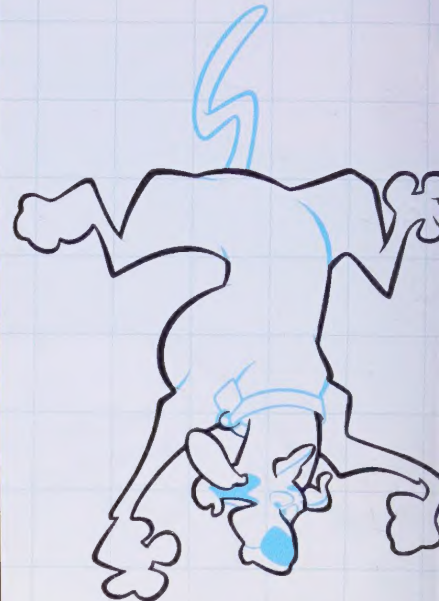
Scooby—Down Boy!

Scooby is a dog on the move, especially when there are a lot of trap doors and secret passages about!

"Do you really think Scooby's in here?" asks Shaggy. "This place sure is creepy!"

"Mr. Withers, are you here?" Velma calls, as the gang investigates the gloomy mansion.

Gravity is working against Scooby here! Try to show his personality and expression in your drawing.



Notice the look of alarm in his eyes—he's not sure where he's headed!



Add movement lines to show that he's sliding downward; he's not stuck to the wall.



Now add some color!



Shaggy-Heads Up

Shaggy will be okay! After all, he's got a pretty good head on his shoulders. While we're on the subject, here's how to draw Shaggy's head.

Shaggy has a long, narrow face, a thick mop of hair, and a pencil-thin neck.

Give him a big smile—as if he just spotted a pepperoni pizza.



Shaggy rarely combs his hair—and he always has a few whiskers on his chin.



Now color in his mop top.



"This book tells of a vast pirate treasure, still hidden somewhere near where the carnival stands today," Freddy explains.

"And this journal has a clue to where the treasure is buried," Velma adds excitedly. "I have one eye, yet nothing escapes my sight—I'm tall and strong, but also light.' Whatever could it mean?"

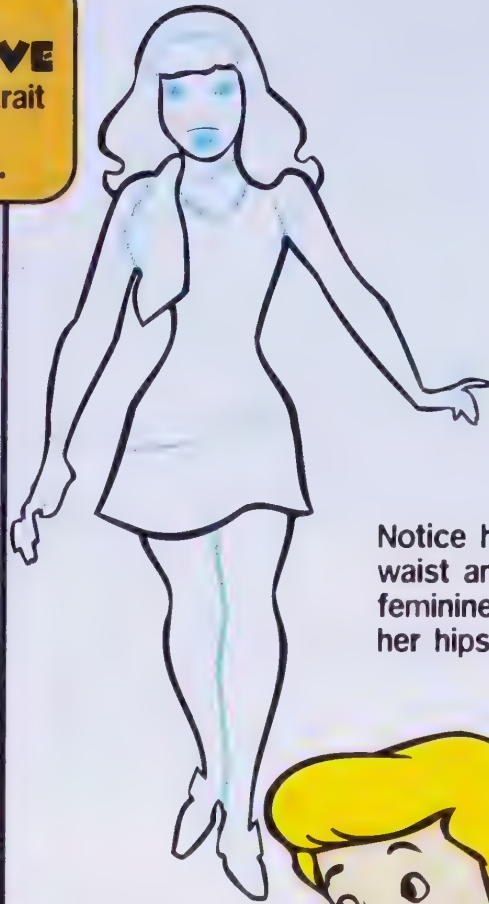
Suddenly, a secret passage opens in one of the bookshelves. Zoinks!

DAPHNE TAKES A DIVE

Let's draw a portrait
of Daphne to
remember her by.



Remember the
proportions!
Danger-prone
Daphne is about
6 heads tall.



Notice her slim
waist and the
feminine tilt of
her hips.





Add the details,
such as the
stripes on her
mod dress.

Color her pink
and purple outfit.

"Rrrrrraarrgh!"
the mummified
villain screams.

Daphne doesn't
see the trap door
open in the floor.
Then suddenly
she's gone!

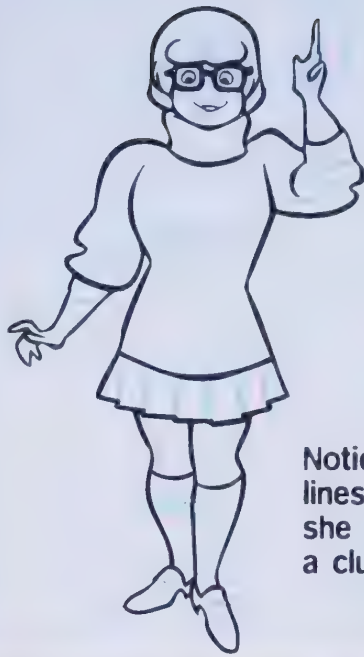


Although Velma is a bit shorter than Daphne, she still has a curvaceous figure.

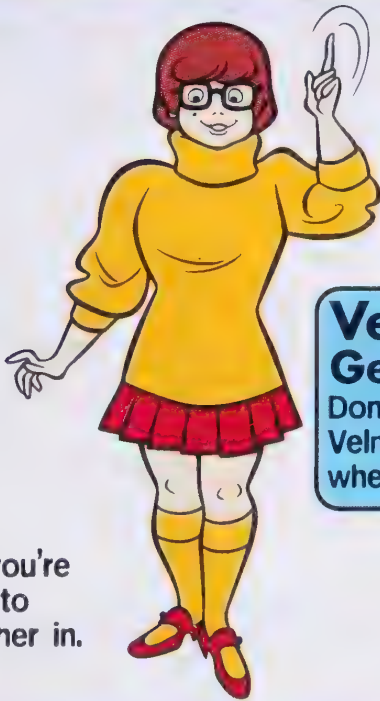


Her horn-rimmed eyeglasses sure help make her look brainy.





Notice the movement lines around her hand; she must have found a clue!



Velma Gets a Clue

Don't worry about Velma—she'll reappear when you draw her!

Now you're ready to color her in.

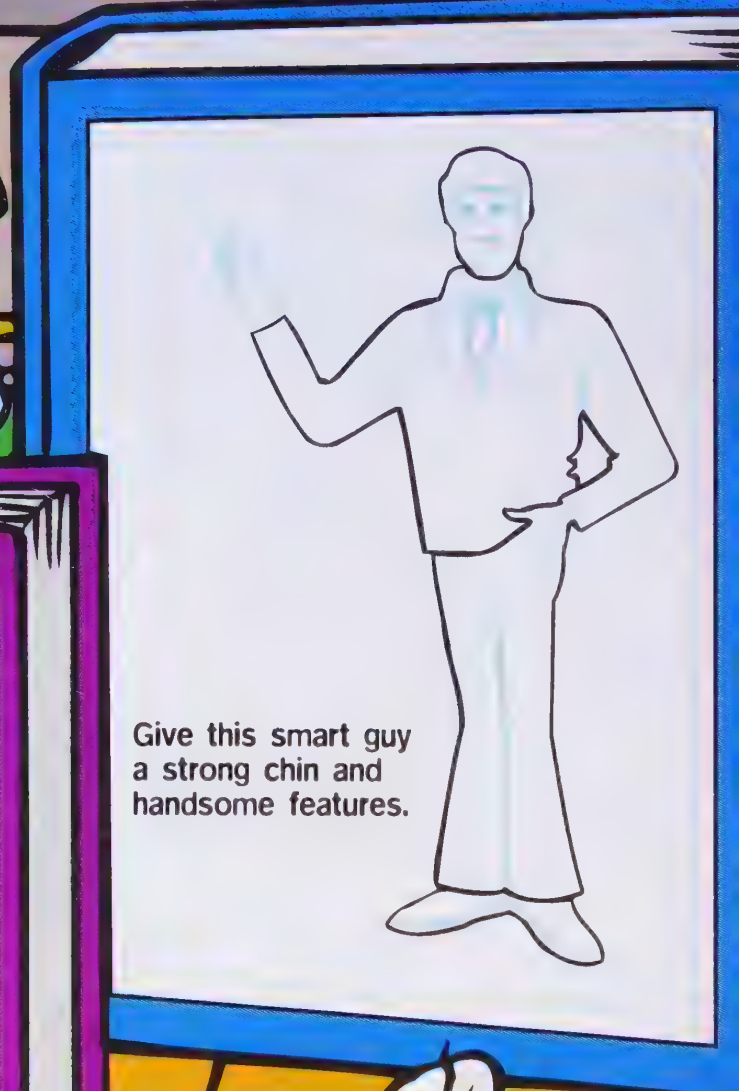


Soon Freddy and Velma find themselves in a fancy living room, where Freddy discovers something unusual.

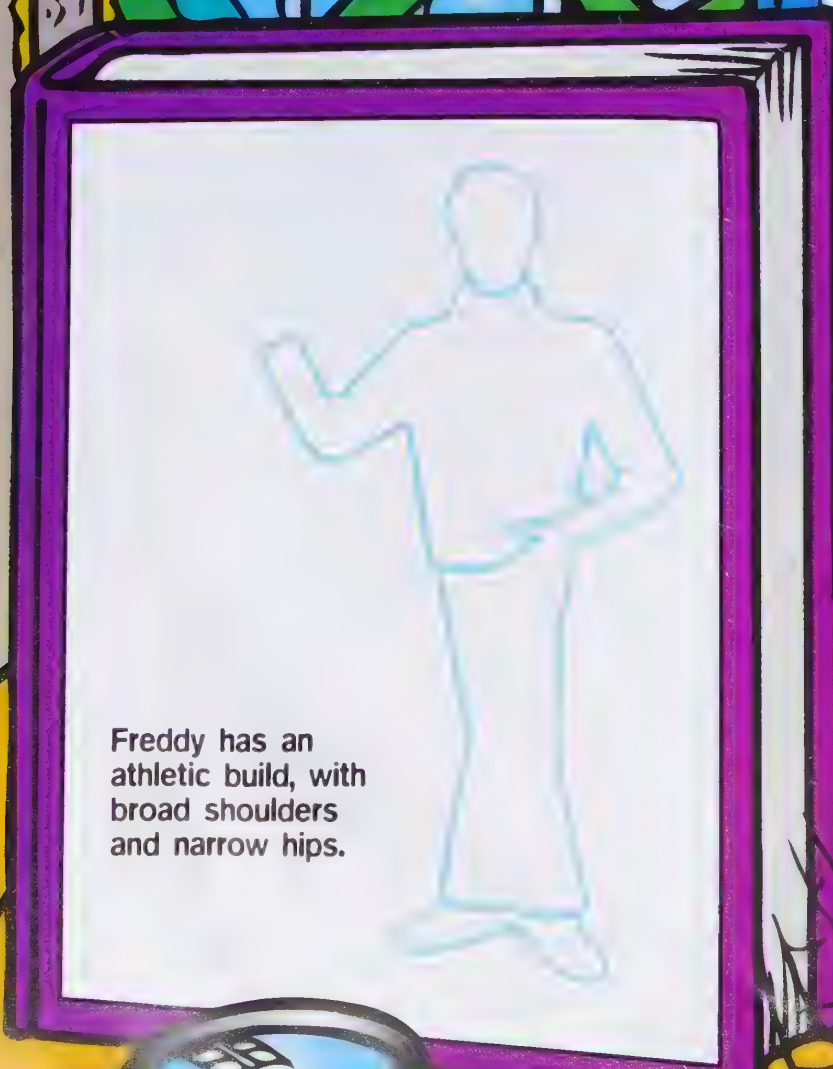
"This beat-up, old lantern sure seems out of place. I wonder if it's another clue?" Freddy ponders. "What do you think, Velma? Velma?"

"Great," says Freddy. "I've got two important clues, but I've lost my friends! What should I do now?"

He doesn't have long to think about his options, however.



Give this smart guy
a strong chin and
handsome features.

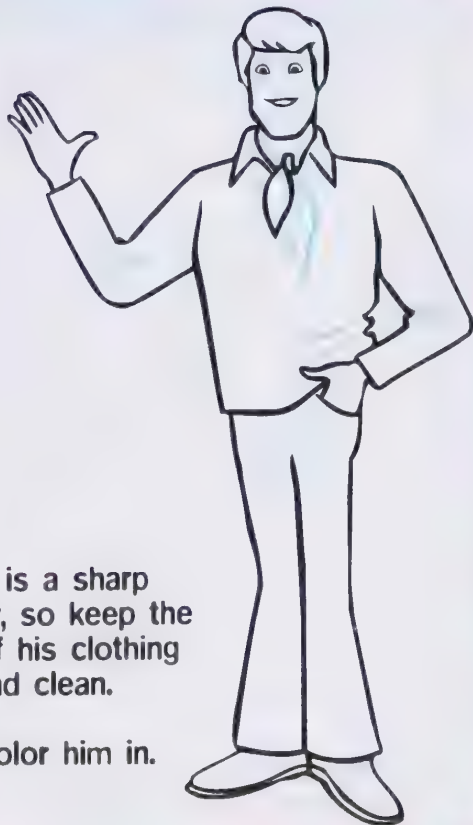


Freddy has an
athletic build, with
broad shoulders
and narrow hips.



FREDDY BIDS FAREWELL

This villain must be pretty powerful, to take Freddy away like that! After all, Freddy's quite big and strong himself, as you'll observe while drawing him.



Freddy is a sharp dresser, so keep the lines of his clothing neat and clean.

Then color him in.



sure Journal

MAP

Scooby and Shaggy find a dark room to hide in. They soon realize they're not alone.



"A good thing you opened that door," Freddy says.
"That fiend and his pal locked us in!"



This one isn't as hard as it looks—really!
Just take your time, and follow the steps.



Don't forget those proportions! The height
chart on page 4 will help you here.

HAIL—The Gang's All Here!

Hooray! The gang is back together and fresh on the
scent! Now's a good time to draw a group shot.



Now just add the details. Try to capture each character's expression.



Color their outfits as shown—or give them a new wardrobe. It's up to you!

"Like, it looks like they left this so you could dig your way out, ya dig?" Shaggy remarks, holding up a shovel with fresh dirt on it.

"Jinkies! What on earth would two creatures like that be doing with a shovel?" asks Velma, thoughtfully.



"It's time
we get out of here,"
Fred says.

"Like, quick, before
those goons come after
us again!" agrees
Shaggy.

"Let's investigate
the harbor," Velma
says. "I have a
feeling there's more
there than meets
the eye!"

There's No Place Like Home

Before the gang leaves, take a look at how to create a haunted mansion on paper.

Don't make your lines too perfect—keep 'em spooky!



Distort the shapes of the windows to make them look eerie.



Add some dead shrubbery and a few bats around the "belfry."



Then color.



Suddenly a foghorn blows in the distance.

"I think I've solved the riddle," Velma says.

"I have one eye, yet nothing escapes my sight—
I'm tall and strong, but also light."

It's a lighthouse—like that one over there!"

Make the lighthouse
really tall. It needs
to be seen from
miles away.

Have fun with the
wave patterns—
be creative.





Add the wispy clouds for interest.



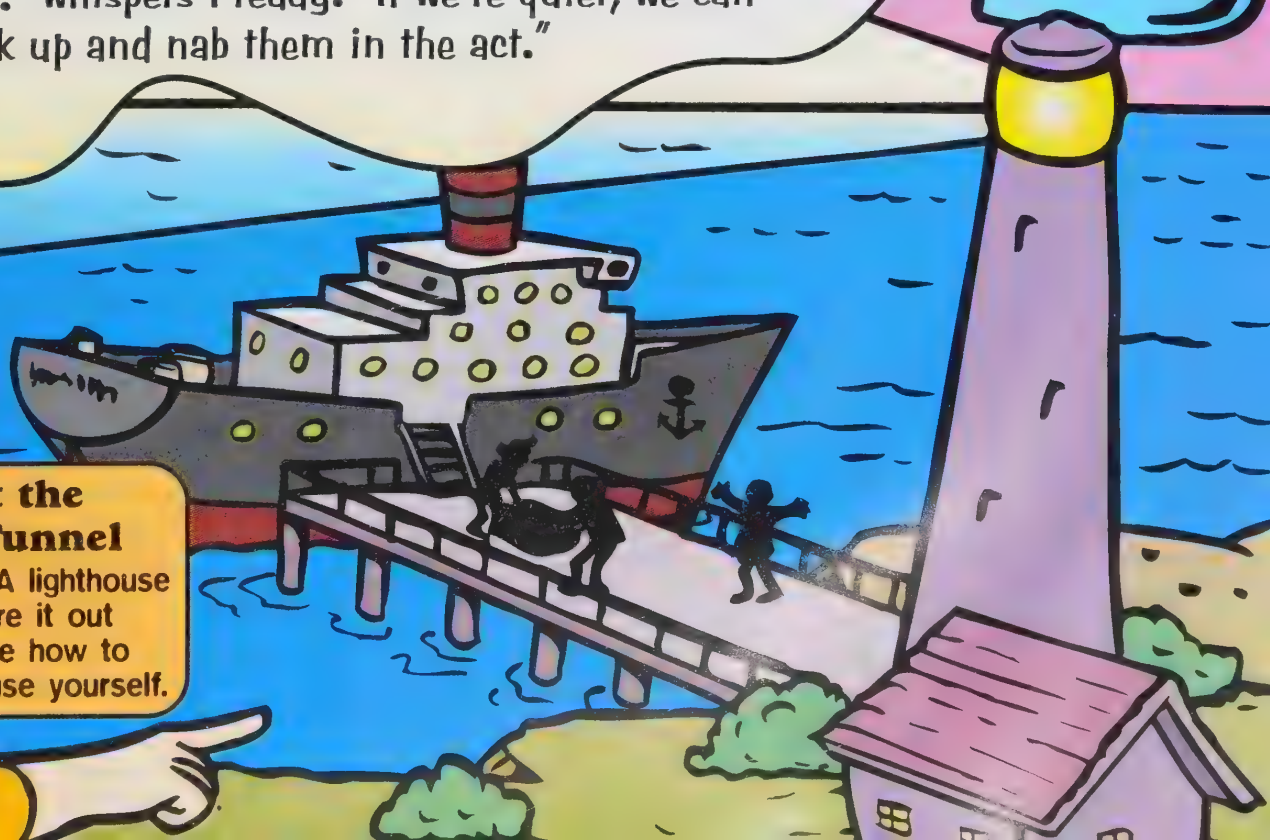
"The lantern Freddy found is the kind lighthouse keepers have," Daphne realizes, "and I'll bet that shovel was used to dig up the treasure!"

"Like, wow—treasure!" Shaggy adds, "And now they're trying to load the loot onto that boat."

"Shhh!" whispers Freddy. "If we're quiet, we can sneak up and nab them in the act."

The Light at the End of the Tunnel

Good for Velma! A lighthouse it is! Did you figure it out too? Here you see how to draw that lighthouse yourself.



With their masks off, the villains seem a lot less monstrous!

"It's Mr. Withers, the carnival manager," Daphne says, "along with the lighthouse keeper and the scientist who lives in that old mansion!"

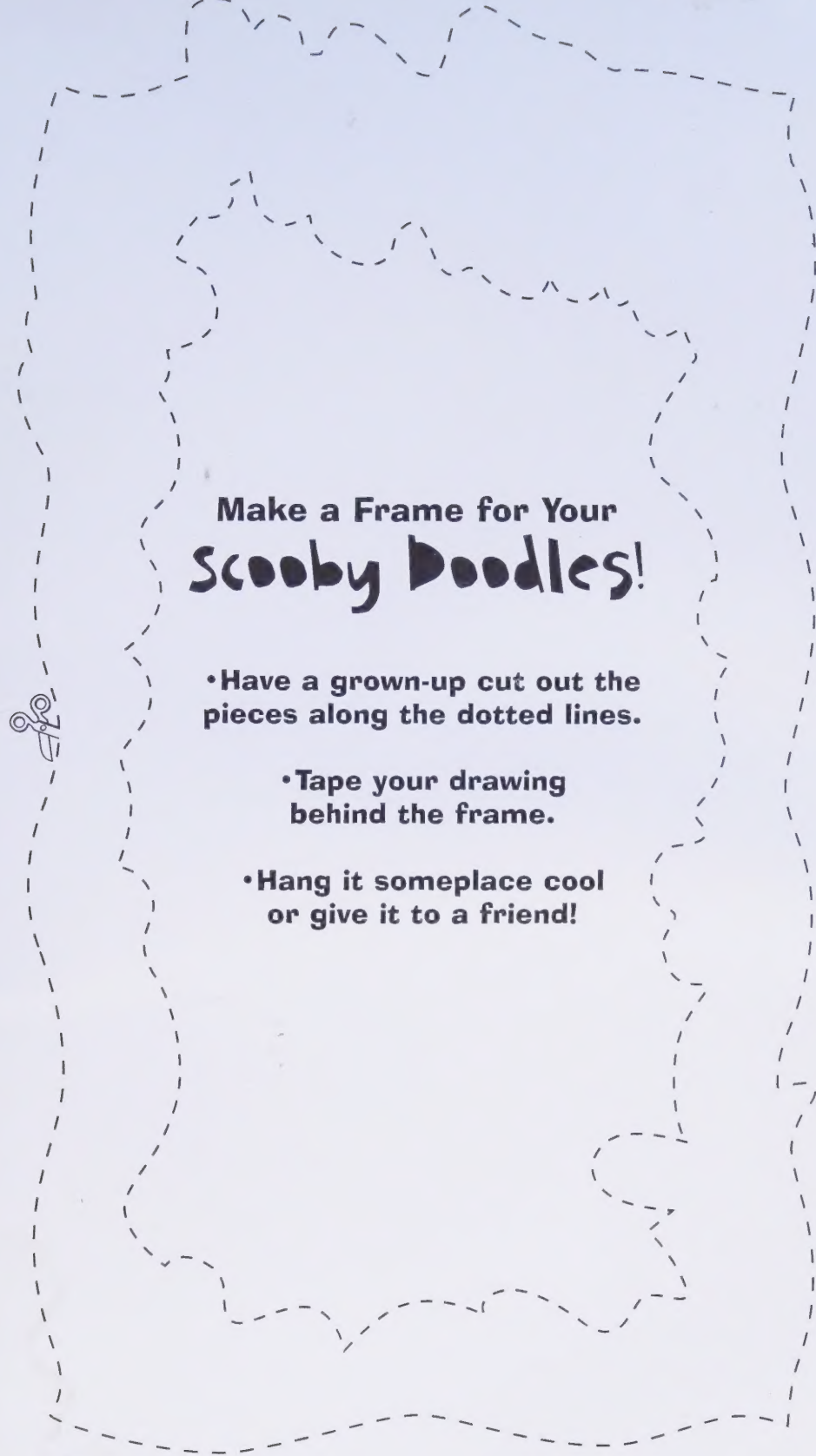
"They must have created the monster hoax to scare people away so they could find and remove the treasure unobserved," Velma explains.

"And we would have gotten away with it too, if it weren't for you meddling kids!" replies Mr. Withers, sourly.



Mystery Solved!

Now that you know how to draw Scooby-Doo and the whole Mystery, Inc., gang, you can create your own adventures! Have fun!



Make a Frame for Your Scooby Doodles!

- **Have a grown-up cut out the pieces along the dotted lines.**

- **Tape your drawing behind the frame.**

- **Hang it someplace cool or give it to a friend!**



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SCOOBY-DOO!

Simple step-by-step instructions
and a fun story solve the mystery
of how to draw Scooby and the
gang. Everyone can be an artist, so
grab a pencil and let your imagina-
tion be your guide!

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